

I can see it; why can't the computer?

Tracking humans: the need for
engineering solutions



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Outline of Talk

- Technology for acquiring 3D
 - Can digital video work?
- Visual Tracking (of Humans)
 - What is visual tracking?
 - Visual tracking modalities.
- 3D reconstruction
 - Correspondence
 - Changes in shape, illumination, etc.
 - Accuracy / robustness / precision



3D motion-data acquisition technologies

- Mechanical Armatures
- Active Marker Tracking
- Passive Marker Tracking



Mechanical Armatures

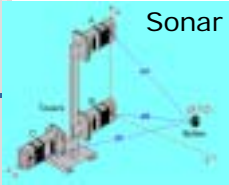
- Invasive
- Expensive
- Accurate
- Large Working Volume



Fibre Optic ShapeTape®



Sonar



Active Marker Tracking



Infrared



Electromagnetic

Passive Marker

- Infrared
- Digital Video ?



Can video provide adequate 3D information for motion capture applications?

It would be desirable to use video because it's inexpensive, portable, and non-invasive.

This session is intended to assess how realistic this is.

Must locate, track objects, then reconstruct



What is Visual Tracking?

- Determine geometric attributes of a target via measurements obtained from a sequence of images (usually temporally ordered).
- Given:
 - target in an image, I_0
 - initial configuration (or state), s_0 , of the target
 - sequence of subsequent images, I_1, I_2, \dots
- Find:
 - a corresponding series of estimates of the target location/configuration s_1, s_2, \dots



Why is it Hard?

- Variability
 - Pose
 - Illumination
 - Deformations or articulations
 - Full or partial occlusions
- Distractors



Distractors



Basic Questions

- What cues define the object of interest?
- What viewing conditions can be expected?
 - Changes in pose, illumination, etc
- What prior information can be assumed?
 - Skeletal models, dynamic models
- What level of information is needed?
 - Accuracy, frequency of measurements



Tracking modalities are :

Blobs, Templates, Regions, Contours...

Blob Tracking

- Segment a region of interest based on intensity, color, motion, texture, color histograms and/or depth

Identify a region of interest R_0 in an initial image, I_0
with center of the region at image location I_{u1}

For every image I_1, I_2, \dots ,

(a) acquire R_k about I_{uk-1} in I_k

(b) Evaluate the segmentation function on R_k :

B_k = pixels in blob

(c) compute $I_{uk} = I_{uk-1} + \text{centroid}(B_k)$



Tracking People as Blobs

- Skin finding, Eye Finding
- Pfinder
 - [Wren, Azarbayejani, Darrell, Pentland, 1997]

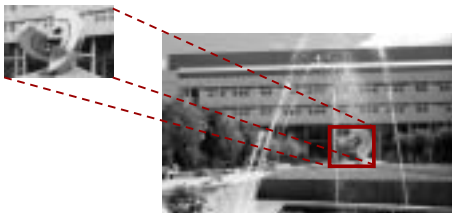


Template Tracking

- Choose a region-of-interest, R_0 in I_0 at location I_{u0}
- For every image I_k :
 - Use some variation on correlation/sum of squared differences to find the location, I_{uk} , of the best match to R_{k-1} in I_k .
 - Sample R_k from I_k about I_{uk} .



Template Matching



Contour/Snake Tracking

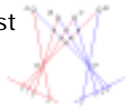
- Identify an initial contour, C_0 , in an initial image, I_0 .
- for each subsequent image I_k
 - traverse the current contour along a set of discrete points,
 - at each s_j , search orthogonal to the contour for an edge (intensity edges or motion edges).
 - Estimate a new contour C_k in I_k using the information using, for example, a least squares fit.



Blake, Curwen, & Zisserman. IJCV 1993. Isard and Blake. IJCV, 1998

3D From Visual Tracking

- Track in two or more cameras
 - Correspondence must be solved
 - Cameras must be calibrated
- Use 3D model of object or kinematics (e.g. cars [Koller, Bregler])
 - Multiple solution branches exist (Gleicher & Ferrier, 2001)



3D Model Based Methods

- Statistical distributions [Sdlenbladh & Black]



Summary

- Tracking from video is possible subject to satisfying the assumptions of the tracking method.
- Using the tracking data to get 3D requires explicit models of the camera/target etc.